

AUSSIE MATHS INVADERS

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AUSSIE MATHS INVADERS

CD ROM for Macintosh and Windows





Aussie Maths Invaders



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Aussie Maths Invaders

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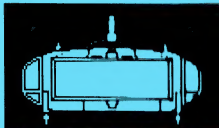
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Aussie Maths Invaders



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Licence Agreement

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Windows Operating Instructions

Getting Started

Installation

- Open the setup file on the Aussie Maths Invaders CD. Follow the on-screen instructions for installing the program.
- The installer will add a shortcut to Maths Invaders in the Start Menu. Start the program by selecting this option.

How to Play Aussie Maths Invaders

Starting and Stopping

- To start playing, press the "Begin Game" button on the main screen. (You can also start by selecting "Begin Game" from the File menu).
- To stop playing, press the "Stop Game" button.



Presentation of Questions

- You will see four columns of three questions descending from above:
 - Move to any column using the left and right arrows on your keyboard.
- Type in the answer to the lowest question in the column. You may correct your errors by pressing *delete* (*backspace*).
- Fire at the question by pressing the *Space Bar*, the *Return* or *Enter Key*.
- During play, you may pause by pressing the "Pause Game" button. Selecting "Continue Game" will resume play. You may also press the "Stop Game" button to return to the main screen.



Scoring

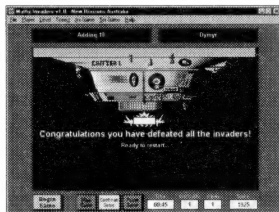
- If you answer the question correctly the first time, you will get 100 points. If you answer it on the second attempt, you will get 50 points. For the third attempt it is worth 25 points. If you take more than three attempts to answer a question, you will not receive any points.



Winning

As the game progresses, the questions will descend upon you, and new rows will appear, until 20 questions per wave have appeared.

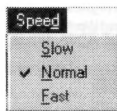
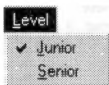
The game is won when you succeed in answering all of the questions. If you do not answer them in time, you will be "Invaded" and the game is lost.



Making your Choices

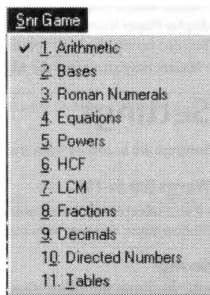
Choose your Level & Speed

- There are two *Levels*: *Junior* & *Senior*
- There are three *Speeds*: *Slow*, *Normal* & *Fast*



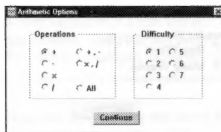
Choose a Game

- Once the Level has been selected, choose the game you wish to play from the *Game Menu*. The choices will depend on what level you have chosen.



Choosing the Difficulty (Senior Level)

- Certain Games allow you to select a level of difficulty, and some of them have other options. If so, this will be shown once you have chosen a game.

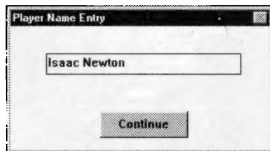


- A Dialog Box will appear with a number of options. Choose the level of difficulty and other options (described below) by clicking the appropriate radio buttons.

Choosing other Options (Senior Level)

- Other options may be available, depending on the game. These are explained in the descriptions of the games.

Entering player names



- Aussie Maths Invaders allows you to enter your name before you begin playing. This is used to record high scores.
- To enter your name, select *Enter Name* from the *Player Menu*.

High Scores

- Aussie Maths Invaders records the highest ten scores. These display Player Name, Player Score and Worksheet completed. You can access the high scores from the player menu.
- Players may also erase the high scores if they wish.

Settings

Settings are accessed from the File menu.

Waves (up to 10)

- If you select Many Waves, you will get more than one wave of 20 questions. You may select up to ten waves.

Sound

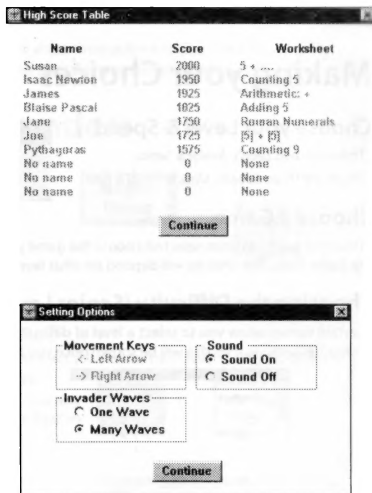
- You may turn the sound on or off.

Save Settings

- Settings will be saved when you close out of the "Setting Options" window.

System Requirements - Windows

Aussie Maths Invaders will run on any Windows 95 computer with a CD-ROM Drive and a sound card.



Macintosh Operating Instructions

Getting Started

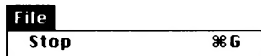
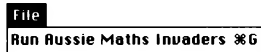
Installation

- Create and name a new Aussie Maths Invaders folder on your hard drive.
- Copy the contents of the Aussie Maths Invaders CD into this folder.
- Start the program by double clicking the Aussie Maths Invaders icon.

How to Play Aussie Maths Invaders

Starting and Stopping

- To start playing, select “Run Aussie Maths Invaders” from the File Menu.
(You can also start by pressing the *return*, *enter* or *spacebar* keys, or the “Start” button on the opening screen).
- To stop playing, select “Stop” from the File Menu, or press the “Stop” button on the program screen.



Presentation of Questions

- You will see four columns of three questions descending from above:
 - Move to any column using the left and right arrows on your keyboard. You can also use *Option <* or *Option >* to move left & right. This can be changed using the Settings, described later.
- Type in the answer to the lowest question in the column. You may correct your errors by pressing *delete* (*backspace*) or *clear*.
- Fire at the question by pressing the *Space Bar*, the *Return* or *Enter Key*.
- During play, you may pause by selecting “Pause” from the File Menu, or press the “Pause” button on the program screen. Selecting “Continue” will resume play.
- You may have the game run itself in demonstration mode by selecting “Run Demonstration” from the File Menu, or by waiting until the game starts itself.

Scoring

• If you answer the question correctly the first time, you will get 100 points. If you answer it on the second attempt, you will get 50 points. For the third attempt it is worth 25 points. If you take more than three attempts to answer a question, you will not receive any points. If you answer all the waves of questions correctly, you will get a bonus of 200 points for each wave.

Winning

As the game progresses, the questions will descend upon you, and new rows will appear, until 20 questions per wave have appeared.

The game is won when you succeed in answering all of the questions. If you do not answer them in time, you will be "Invaded" and the game is lost.

Making your Choices

Choose your Level & Speed

- There are two *Levels*: *Junior* & *Senior*
- There are three *Speeds*: *Slow*, *Normal* & *Fast*

Level

Junior
✓ Senior

Speed

Slow
✓ Normal
Fast

Choose a Game

- Once the Level has been selected, choose the game you wish to play from the *Game Menu*. The choices will depend on what level you have chosen.

Choosing the Difficulty (Senior Level)

- Certain Games allow you to select a level of difficulty, and some of them have other options. If so, then choose *Difficulty* from the *Options Menu*.

Operations

Difficulty...

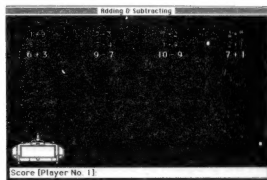
Options

Difficulty...

- A Dialog Box will appear with a pop-up menu. Choose level of difficulty by clicking on the number and picking the number you want.

Choosing other Options (Senior Level)

- Other options may be available, depending on the game. These are explained in the descriptions of the games.



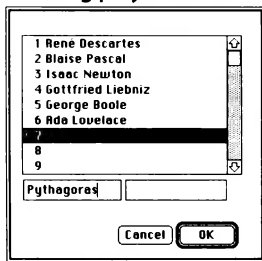
Game

Arithmetic
Bases
Roman Numerals
Equations
Powers
Highest Common Factors
Lowest Common Multiples
Fractions
Decimals
Directed Numbers
Tables

Difficulty: 1

OK

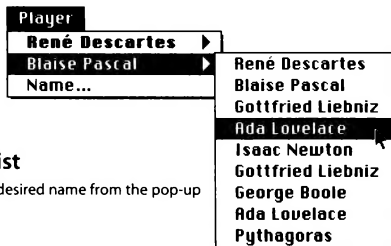
Entering player names



• Aussie Maths Invaders will allow up to 48 players to keep their names and settings.

• To enter your name, select *Name...* from the *Player Menu*.

• You will see spaces to type in your name. You may enter up to 48 names and each name may have a first name and surname.



Selecting a name from an existing list

• Once you have entered the names, you can choose a desired name from the pop-up menus.

One or Two Players

• If you select *Two Players* in the settings, you can take turns playing. The current player will be shown in **bold**.

Settings

Waves (up to 9)

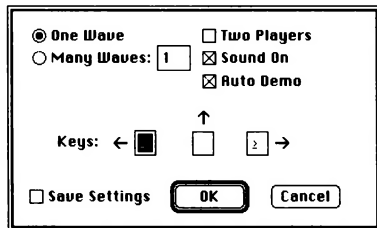
• If you select *Many Waves*, you will get more than one wave of 20 questions.

Two Players

• It is possible to play against another player. Each player will take it in turns to answer a wave of 20 questions. Each player may have different settings.

Sound On

• You may turn the sound off by clearing the "Sound On" checkbox. (You may also turn it on or off from the File Menu).



Auto Demonstration

• With this option, the game will go into demonstration mode, running by itself, if you leave the game unattended for a while. This may be stopped by pressing any key.

Keys

- If you prefer not to use the standard keys for moving or firing, you may enter your own additional keys.
- By default, the additional keys for left & right are *Option <* or *Option >*. There is no additional key for firing.

Saving your Settings

You may save your settings for next time.

- New Settings • Create a new Settings File
- Save Settings • Save changes to your Settings File
- Open Settings • Open a previous Settings File

File		
Settings...		
New Settings...		⌘N
Save Settings		⌘S
Open Settings...		⌘O

System Requirements - Macintosh

This program will run on all Macintosh with 512K of memory or more. It requires version 6.0.2 or higher of the System. Aussie Maths Invaders will run in colour if your Macintosh supports colour.

(PLEASE NOTE: you must select "1000's of colours or less" in your display options - accessed via Control Panels)

If you wish to run the program from a hard disk, simply copy it to your hard disk. However, you will need to make sure that you are running System version 6.0.2 or higher.

The Games - Macintosh & Windows

Junior Level

These games are for children just beginning Addition and Subtraction.

1. Counting (5) - In this game, the invaders are groups of up to 5 aliens which must be counted.
 2. Counting (9) - Same as game 1, but with up to 9 aliens.
 3. Adding (5) - Adding two numbers whose sum is 5 or less.
 4. Subtracting (5) - Subtracting from 5 or less.
 5. "5 + ..." - Adding numbers to 5.
 6. "(5) + (5)" - Adding two numbers, each 5 or less.
 7. Adding (10) - Adding two numbers whose sum is 10 or less.
 8. Subtracting (10) - Subtracting numbers from 10 or less.
 9. Adding & Subtracting - A mixture of games 7 & 8.
- If you cannot answer the question correctly after the third attempt, the correct answer will flash briefly in the "Space Ship".
 - It will not be worth any points, but you must answer the question correctly to remove it.

Senior Level

Arithmetic

The invaders in this game are arithmetic questions.

- *Choices* - You may choose between the four operations (+ - x or ÷) or combinations of them. If you choose a combination there will be an equal mix of operations.
- *Difficulty* - There are seven levels of difficulty.

Bases

The invaders in this game are numbers in other bases.

You must convert them to base 10 (also called decimal).

- *Choices* - You may choose any base from 2 to 20 (excluding base 10)
 - Binary (Base 2) 4 or 8-digit
 - Octal (Base 8)
 - Hexadecimal (Base 16)
 - Other: type in your desired base (if you select Base 1, you will get 8 digit binary) - MACINTOSH VERSION ONLY.

Roman Numerals

The invaders are numbers expressed in Roman Numerals. You must convert them to base or normal numerals (also called Hindu-Arabic).

- *Difficulty* - Level 1: up to 2-digit answers
Level 2: up to 3-digit answers

Equations

The invaders are equations. You must enter the value of x .

- *Choices* - $x + a = b$
 $x - a = b$
 $ax = b$
 $x/a = b$
 $ax \pm b = c$
- *Difficulty* - There are five levels of difficulty for each equation type.

Powers

- *Choices* - Powers (e.g. 3^4)
Squares (eg 14^2)
Square roots (e.g. $\sqrt{196}$)
- *Difficulty* - There are three levels of difficulty:

For powers, the limits are:

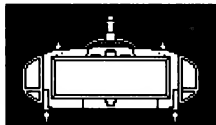
Level 1	$1^0 - 10^0$	$1^1 - 10^1$	$1^2 - 10^2$		
Level 2	$1^0 - 13^0$	$1^1 - 13^1$	$1^2 - 13^2$	$1^3 - 4^3$	
Level 3	$1^0 - 16^0$	$1^1 - 16^1$	$1^2 - 16^2$	$1^3 - 6^3$	$1^4 - 3^4$

For squares, the limits are:

Level 1	$1^2 - 12^2$
Level 2	$1^2 - 20^2$
Level 3	$12^2 - 31^2$ ($1^2 - 31^2$ for Windows version)

For square roots, the limits are:

Level 1	$\sqrt{1} - \sqrt{144}$
Level 2	$\sqrt{1} - \sqrt{400}$
Level 3	$\sqrt{144} - \sqrt{961}$



Highest Common Factors

The invaders are pairs of numbers, for which you must find their highest common factor.

- *Difficulty* - There are three levels of difficulty:
HCF < 11
HCF < 13
HCF < 16

Lowest Common Multiples

The invaders are pairs of numbers, for which you must find their Lowest Common Multiple.

- *Difficulty* - There are three levels of difficulty.

Fractions

Here you must find a certain fraction of a number.

- *Difficulty* - There are three levels of difficulty. The Limits are:

Level	Numerator	Denominator	Number	Example
1	1	5	30	$\frac{1}{5}$ of 30
2	4	5	45	$\frac{1}{4}$ of 24
3	9	10	90	$\frac{2}{9}$ of 40

Decimals

In this game there are arithmetic questions involving decimals.

• *Choices* - You may choose between two combinations of operations: (+ - or x +).

Directed Numbers

The invaders in this game are arithmetic questions involving directed numbers. Note that positive numbers may appear with or without a sign. Zero will always appear without a sign.

• *Choices* - You may choose between two combinations of operations: (+ - or x +).

Tables

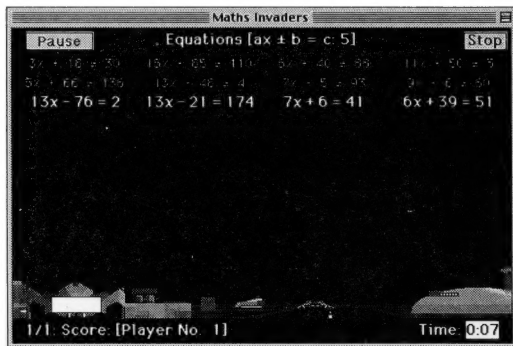
The invaders are questions in which one of the pair is a number which you have chosen. This allows you to practise your tables.

• *Choices* - You may choose between the four operations

+ - x or ÷

PLEASE NOTE: a full range of mixed multiple tables questions can be practised by choosing Senior Level; Arithmetic; Multiplication option (x) and either:

- Level 3 (10 x 10)
- Level 4 (12 x 12)
- Level 5 (15 x 15)



NOTES

